

Nukehio

Melee & Nerf Immersion

L.A.R.P



By Noah Winkler and Jake FitzPatrick

Special thanks to:

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The World

Welcome to the apocalypse! Nukehio is set in an alternative future where America kept the political and cultural mindset of the post world war II era through the rest of the 1900s and 2000s. Focusing on advancing nuclear power to create the futuristic Sci-Fi of the 1950s imagination. Fusion powered cars, robot butlers, and advanced death rays became scientific fact, however this advanced future came at a cost! By the year 2052 almost all the world's natural resources were exhausted starting what was known at that time as "The resource wars" American fought for many years against its rivals, for years the last titans of the world fought bitterly like two dying animals over a half eaten stag.

On October 23rd 2077 the resource war would end, what we know now as "The Great War" took only three hours to destroy what took humanity thousands of years to build. A great nuclear holocaust destroyed most of humanity, set fire to the sky filling the air with Radioactive ashes. The seas boiled and ran red with the blood of billions. The world's population fell to only a few thousand when the fires began to clear. Some managed to survive above ground, while most survived in massive bomb shelters engineered by an American company called "Vault tec". These vaults were built to keep their inhabitants safe when the bombs fell, though most did have some kind of diabolical social experiment going on within its walls. Would humanity learn from The Great war and work together for a brighter future? Friend, all i will say is this "War...War never changes!"

The Year is now 2292! The town of New Raven fights for survival in the great Hio wasteland!

IMPORTANT TERMS:

LP : Life points this is a pliers health

AS: Armor Strength, this is how much armor protection a player has stacked onto them. This can be used to take damage rather than lose health.

DP: Damage points how much damage the player's weapons does to opponents.

AP: Action points are expended to perform different skills or actions.

Death count: Death count starts when a player loses all LP, they must take a knee or lay on the ground. They are allowed to talk and crawl so don't die quietly! Death count lasts 2 minutes a player must have a stimpak or "Stop the clock" performed to stop the death count. After 2 minutes players have 30 minutes to find a way to restore their friend. Best talk to the clinic!

Factions:

Marshals: Current leader, Jack Blackwater.

The marshals are the law and order of New Raven and its surrounding territory. These brave men and women are highly trained fighters and have defended the town from countless threats! From the raider gangs like the vengeful, and the various chem dealers in the territory . As well as the mutated beast that infests the forests of the Hio wasteland. It was the Marshals that halted a great mutant war band that had traveled from the Appalachian hills, ambushing the big brutes from high ground and wiping them out. The Marshals protect the water purifiers of the town and make sure clean water is distributed fairly among the townspeople. The Marshals follow a strict command structure, being led by an elected Judge. They fashion themselves like the U.S. Marshals of the old west, armed to the teeth. If you break any of the town laws, expect a marshal's badge to be the last thing you see. If you want to try and earn a marshal's badge for yourself, you better be ready to prove your skills.

Coalition: Current leader, Doctor Felicity.

The coalition is mostly known as the town do gooders. A coalition was formed between members of the responders and followers of the Apocalypse when the town was suffering from a strange blue flu. Both groups had a handful of doctors and researchers who came together to find a treatment for the blue flu and save many of the townspeople's lives. The coalition has existed since then , close to five years now, and operates the New Raven clinic. If you need medical treatment or buy supplies they are the ones you will need to talk to. If you are looking to earn a few caps or supplies, the coalition often needs guards for their researchers. If you are willing to escort a bookworm into the most dangerous parts of the wastelands it's a job for you. The Coalition is always looking for new members as well!

Knights of Ember: Current leader, Crasus

Keepers of the town library of pre and post war writings. However the library is strictly controlled by The knights of Ember, who are reluctant to let just anyone look through their books. Library goers must earn themselves a library card!

The knights of Ember are a strange bunch, they don't believe in using technology. They believe it was technology that blinded humanity of its morals which caused its descent into war and chaos. They are clad in fire forged armor or chainmail, and fight only with swords and axes made by their own smith's hammers.

Town Merchants

The Liberty Tap : Managed by Marshal Cookie

The Liberty tap is the main drinking hole of New Raven, serving as more of a community center than a standard saloon. The community board is found close to its front doors where an adventurer can find bounties, odd jobs around town, advertisements for local caravans, and whatever else someone wants to pin up! They are also the best people to go to for scrap, ammo, and everyday supplies. Come sit down and relax! Listen to Cookie tell one of his stories from his wild days as a marshal, have a quiet game of cards, or just keep your eyes peeled for trouble makers.

Lovecraft Lounge : Current leader, MR JULIUS LOVECRAFT

" The Lovecraft lounge" owned by the mysterious Mr. Julius Lovecraft. The lounge offers posh drinks and gambling. Mr Lovecraft is almost always locked away in his private rooms, so if you need to see him it's best to make an appointment. Mr. Lovecraft is known as a charming, flirtatious, businessman with all the manors of a gentleman. However do not let his charm fool you! Mr. Lovecraft is always followed by heavily armed guards wielding advanced plasma rifles. The finery of this establishment seems to be a mask for a more sinister operation. Remember an expression from the back when times?

"buyer beware."

Armor and weapons

Only larp safe weapons are welcome at nukehio, all weapons MUST be checked in with staff and be marked with a safe to use band. Nerf guns&Rivals are welcome to be used as well as other foam dart weapons. ***Due to nukehio using foam dart weapons we recommend having safety glasses, goggles, or other eye protection for battles.***

Armor

provides armor strengths(AS) that provides protection in combat. All the armor a player is wearing provides individual AS , all these points are stacked together and the total is the overall armor protection you have in combat.

Example: If you have on a standard leather arm piece (4AS) on your left arm and a Mark 2 combat chest piece(30AS) those two items AS add together to create your total armor (34AS)

When the player wearing armor is struck they must deduct the damage received from their AS.

When all AS points are used the armor will need to be “Aligned” A process that takes 5 minutes of roleplay time.

Leather Armor

standard	Arm/leg: 2 (AS) *	Chest: 6 (AS)
heavy	Arm/leg: 3 (AS) *	Chest: 8 (AS)

* This armor counts for each limb covered.(ENERGY WEAPON DAMAGE GOES THROUGH LIGHT AND STANDARD LEATHER)

Scrap Metal Armor

Standard	Arm/leg:3 (AS) *	Chest: 8 (AS)
Heavy	Arm/leg: 4 (AS) *	Chest: 10 (AS)

Combat Armor

MARK I	Arm/leg: 5 (AS) *	Chest: 15 (AS) **
MARK II	Arm/leg: 6 (AS) *	Chest: 20 (AS) **

* This armor counts for each limb covered.

** All combat armor chest pieces come with (2) Resists if the wearer has combat training

POWER Armor (requires PA training & combat training)

Power Armor takes half damage from Melee damage and has Hardened and resistant effects.

T-45	Provides 75 (AS) requires one Fusion core for one hour use
T-51B	Provides 150 (AS) requires one Fusion core for one hour use
T-60	Provides 200 (AS) requires one Fusion core for one hour use

Armor Modifications

Armor mods are special perks or skills that can be expanded to assist the player in combat. These mods include but are not limited to: Hardened, Rad shield, Med pump, Reflect Damage, stealth shield.

Mods can be purchased from merchants in town however rumor is there is a man in town who sells advanced mods and weapons.

Armor calls

Armor Calls: When using a resistance built into the armor a player will need to use the call "Armor resist" When using reflective armor players can call "Reflect damage (Half the amount they were hit with)" This attack is taken by whoever inflicted the attack that was reflected.

Moral Armor:

Moral armor is armor gained by situational perks Such as *Bon Appétit* and *War hero*. This armor is gone once lost in combat. This armor does not refresh during the 4's and does not stack with other moral armor.

Weapons

When it comes to life in the wasteland there are those who can hack their opponents to pieces with a blade or turn them to ash with a laser rifle! However what weapon you choose and specialize in is the players choice. However hardened warriors know the old wisdom that it is not the weapon that matters but the hand that wields it!

All Weapons are scaled using Damage Points (DP), a weapon's DP determines how much harm it will inflict on an opponent. Shields cannot break unless shattered by Melee weapons. However an energy weapon attack takes a Shield Resist. Each shield only has a certain number of these resists. Weapon item tags will be provided to a player once a Staff member has looked over the weapon for safety and properly categorized it. No weapon can be used unless the player possesses an item tag for that weapon.

Ranged weapons

Damage call " aim 1-2"

Weapon type	Base Damage		Bullet color
Ballistic	DP: 1		Blue
Laser	DP: 1		Red
Plasma	DP: 2		Green

Melee weapons

Damage call " DP "

One handed	DP: 2	
Two handed	DP: 3	

Weapon type	One hand buckler	Medium Shield	Tower Shield
Shield Resists (SR)	2 AS	6AS	10 AS

Once A shield loses all Armor strength it will need to be aligned. Shields only loose armor to ranged weapon attack

Health and Radiation

Health in the Nukehio system is referred to as Life Points "LP" the amount of LP a player starts with depends on their chosen Blood types. A player loses LP by being struck with a melee weapon or ranged attack! Medical chems and consumables can be used to restore life points.

For a wasteland that has been devastated by nuclear war, radiation is a part of life, whether it be in the form of environmental or mutant attacks. Radiation will reduce your LP amount for the amount of rads you take and you cannot fully heal until your rads are removed.

Some of the mutants and beasts that fill our wasteland are a bit brighter than others! Glowing ghouls or beasts not only hit with their standard attacks but can also cause radiation attacks! However strong the attack is depends on how many rads the player takes!

Example: A glowing one hits you and growls out " Rad 5!!" Well then you take 5 rads you deduct that amount from your health until your radiation is reduced.

Rad hot spots can be the result of residual radiation ,nuclear waste barrels, or just radioactive materials in the area. When the player walks in these areas they gain one rad for every step they take.

Death!!

When a player loses all LP they go into a " Bleed out" bleed out lasts for one minute. During this time a player may yell, ask for help, They also must count out their bleed out " bleed out 1, bleed out 2". After these players bleed out clock runs out they need to report to plot. A player may be rescued from bleeding out by any healing.

Health Chems

Stimpak: A stimpak can restore a player from death count and give them 5LP.

Healing Powder: Healing powder is crushed medical herbs that will restore 5LP, and is a valuable tool for medics.

Rad away: This removes a players rads and heals radiation sickness.

Rad X: These pills give a player Plus 5RL for ten minutes. Or three at a time grants half an hour of plus 20RL however the player will not be able to take rad x again until the next day.

Ashe Tea: This powerful tea will restore 10LP and also can be used to attempt to cure natural poisons like from beast attacks or plant poisons.

Recreational Chems

Jet: This chem fully restores AP that has been used by the player. *Risk addiction*

Psycho: This chem gives a temporary state of rage! The drug also causes the body to take unexpected damage! For the first two hits the player takes while on the drug no damage is taken! The next hit the player takes half damage.*Risk addiction*

Risk addiction : A players AP isnt restored during the 4's and must be restored with chems. In addition LP are cut by half.

Food/consumables

Food! Glorious food! It's what makes the body move and survive so we highly encourage you to eat and drink throughout the event! Some food can be found throughout the wasteland as you explore, and most of these consumables have benefits !

Preserved Rations: These are non perishable food items from before the great war like canned and dried foods. When consumed this food grants players plus 5 LP!

Cola!: Oh sweet sweet nuka! If you are lucky you will scavenge bottles of soda in the wasteland or you can simply purchase them from vendors. Cola grants a plus 2LP and restores 5AP.

Perks and skills!

Players must learn perks to build their characters skills! Perks may be learned through purchasing them with “Perk points”. A player may earn a perk through performing impressive feats during missions, players also automatically earn five perk on their first event so they can begin building their character. Players also earn 2 perk points just for attending an event. Players can learn the first tier of a skill by using 1 perk point. To learn the second tier they must use 2 additional perk points, to learn the 3rd tier they must use 5 perk points. Unused perk points will go into a perk bank on a players character sheet, perk points cannot be traded between players.

Action points

To use some of the skills that the various perks give your character. you will need to expend Action Points “AP”. Each player starts their journey with 10 AP that is restored during “The fours” This occurs At 8AM, Noon, 4PM.

Attributes

Perks

<u><i>STRENGTH</i></u>	<u><i>Slash&Bash</i></u>	<u><i>Armor</i></u>	<u><i>Get Swole</i></u>
<u><i>PERCEPTION</i></u>	<u><i>Gun Slinger</i></u>	<u><i>Spotter</i></u>	<u><i>Boomer</i></u>
<u><i>ENDURANCE</i></u>	<u><i>Life Giver</i></u>	<u><i>Bon Appétit</i></u>	<u><i>Werner principal</i></u>
<u><i>CHARISMA</i></u>	<u><i>War Hero</i></u>	<u><i>Poker Face</i></u>	<u><i>Smooth talk</i></u>
<u><i>INTELLIGENCE</i></u>	<u><i>Hacker</i></u>	<u><i>L.A.S.E.R</i></u>	<u><i>Medical Expert</i></u>
<u><i>AGILITY</i></u>	<u><i>Wasteland Scoundrel</i></u>	<u><i>Litefoot</i></u>	<u><i>Fast as lightning</i></u>
<u><i>LUCK</i></u>	<u><i>Fortune Finder</i></u>	<u><i>Strangers Favor</i></u>	<u><i>Critical Shots</i></u>

STRENGTH	<u>Get Swole</u>	<u>Armor</u>	<u>Slash & Bash</u>		
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Get swole

- Tier 1:
 - Trained in Melee: You are trained in the art of melee combat and increase your base damage by 1 DP with melee weapons. In addition, you can perform feats of great strength. You can declare “great strength” and expend 3 AP to toss downed or willing creatures up to 5 steps.
- Tier 2:
 - Brutal Strength: Your strength is immense, and you gain an additional base 1 DP to melee weapons. You can use your great strength to deal extra damage to armor and inanimate objects. You can expend 5 AP and declare "Smash" to deal double damage, but this damage can only be done to armor or inanimate objects.
- Tier 3:
 - Bone Shatter: Your great strength can shatter bones, causing a disarm, hobble, or knockback effect. The duration of the effect is equal to the DP of the attack. You can expend 3 AP to use this ability. In addition, you can expend 3 AP to declare "Firm Footing" and negate a knockback effect.

Armorer:

- Tier 1:
 - Hardened Armor: The armor you wear is considered hardened, providing increased protection without using up a mod slot. Additionally, your armor restores its hardened mod on the fours
- Tier 2:
 - Master Armorer: Your skill at armoring is renowned, and your armor is considered one tier higher than it actually is. You can also declare "armor mod" to expend a mod set in your armor and restore up to half of its armor points.

- Tier 3:

- Unbreakable: Your armor is nearly indestructible, and while you have armor points remaining, any damage that would harm your LP is reduced by half. Additionally, your armor gains an additional 2 armor for each mod set in it.

Slash & Bash:

- Tier 1:

- Armor of the Great Weapon: When wielding a 2-handed weapon, you gain armor based on the weapon's rarity (Common: 2, Uncommon: 4, Rare: 6). This armor refreshes automatically on the 4s.

- Tier 2:

- Whirlwind: You can expend 3 AP and declare "Whirlwind" to touch every creature within reach, inflicting a knockback of 5. You can reach with the weapon using one hand.

- Tier 3:

- Wide Stance: You can take a wide stance, rooting yourself in place. After counting 1-5, you take half physical damage and deal an additional 2 damage per hit. This stance ends if you move or are moved. In addition, while rooted, Whirlwind costs 1 less AP and you can choose your targets.

PERCEPTION	<u><i>Gun Slinger</i></u>	<u><i>Spotter</i></u>	<u><i>Boomer</i></u>		
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Gun Slinger

- Tier 1:
 - Proficiency with Ballistic Weapons: This perk grants you proficiency with ballistic weapons, increasing the base damage by 1. In addition, when you preface a ranged attack with "Aiming 1-3," you can increase the damage dealt by 2.
- Tier 2:
 - Hobbler: After taking aim, you can forgo the damage to expend 1 AP and declare "Hobble 10." This inflicts a hobble effect on the target for 10 seconds.
- Tier 3:
 - Snap Shot: You can now expend 2 AP to forgo the aiming channel for both the damage increase and the hobbling shot. This ability is called "Snap Shot."

Spotter:

- Tier 1:
 - Seek and Spot: You gain the ability to seek in an area, and after a seek count of 30, you can point at anything hidden and declare "Spotted." This makes the hidden object or creature visible to you and your allies (you still have to physically see it).
- Tier 2:

- Enhanced Spotting: Your spotting count is reduced to 15, and you deal an additional 1 damage to anything you have revealed. In addition, when searching a creature or if you are pickpocketed, you can declare "Spotted" and find anything hidden or catch the pickpocket.
- Tier 3:
 - Long Shot: When a creature attempts to escape, you can expend 3 AP and declare "Long Shot," dealing 10 damage to it before it escapes.

Boomer

Tier 1: Gain proficiency with explosives, allowing you to arm them with a 5-second channel. If you take damage during the arming process, you will explode for the value of the explosive.

Tier 2: You can quickly toss an explosive by spending 2 AP and bypassing the arming channel.

Tier 3: Your extensive experience with explosives has taught you how to mitigate damage. When you are caught in an explosion, you can spend 3 AP and declare "Bomb Voyage" to convert the damage into a knockback effect for yourself equal to the damage of the explosive, allowing you to avoid the worst of the blast.

ENDURANCE	<u><i>Life Giver</i></u>	<u><i>Bon Appétit</i></u>		
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Life Giver

Tier 1: This perk permanently increases a player's maximum LP by 2.

Tier 2: This perk permanently increases a player's maximum LP by 3. Additionally, the player gains the ability to expend 3 AP to declare "resist poison", negating any poison damage taken.

Tier 3: This perk permanently increases a player's maximum LP by 5. Once per event, when the player falls to 0 LP, they can declare "hale and hearty" to regain half of their maximum LP.

Bon Appétit

Bon Appétit:

Tier 1: You gain the ability to consume radiated food and drink without taking radiation damage or becoming diseased.

Tier 2: In addition to any benefits gained from consuming food, you also gain 5 points of Moral Armor

Tier 3: You no longer need to sit down to eat and can eat during combat with a 10-second eating channel. Additionally the moral armor gained is increased to 8

Werner principal

Tier 1: You can use one additional chem before becoming addicted.

Tier 2: You are always considered to be under the effects of Rad-X. You can also expend 5 AP to declare "its in my blood" and gain the benefits a recreational chem without becoming addicted.

Tier 3: Once per event until the end of the event, you can become immune to radiation after being exposed. You begin to glow for the rest of the event and must wear glowsticks on the outside of your costume.

CHARISMA	<u>War Hero</u>	<u>Poker Face</u>	<u>Smooth talk</u>	
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War Hero

Tier 1: You possess the ability to inspire and uplift your allies in combat. You can expend 3 AP to deliver a rousing phrase, granting all allies within reach a boost of 5 moral armor.

Tier 2: Your inspirational abilities have grown stronger. You can now expend 3 AP to deliver a more powerful and energizing speech, granting all allies within reach a boost of 10 moral armor.

Tier 3: You have become a true beacon of inspiration, encouraging your allies to become heroes in their own right. You can expend 5 AP and declare "We are heroes!" to heal all allies within reach for 10LP. Additionally, each ally can declare "I am a hero!" up to 3 times within the next minute to resist an attack.

Poker Face

Tier 1: You have a knack for hiding small objects. After spending 30 seconds hiding an object no larger than your fist, it cannot be found on your person if you are searched.

Tier 2: You can expend 3 AP to lie when someone uses the Tier 1 Smooth Talk ability on you. In addition, when you are caught somewhere you shouldn't be or doing something you shouldn't or carrying something you shouldn't have by an NPC, you can expend 5 AP to give an explanation as to why you are there or doing that or have that thing. The explanation must be at least 10 words long.

Tier 3: It no longer costs you AP to lie during Smooth Talk or when giving an explanation to an NPC. Additionally, you can hide any object you are able to carry, as long as it is covered by something. You can also use this ability to resist any kind of mental probing or mind reading

Smooth Talk:

Tier 1: After being in conversation with someone for 5 minutes, you can expend 3 AP to ask 3 yes or no questions. The NPC is not aware that you asked these questions.

Tier 2: When you say something that causes an NPC to have a negative reaction or become hostile, you can expend 5 AP and declare "joking" to make the NPC believe it was a joke. They might still change their opinion of you if it was in bad taste, but they won't become hostile.

Tier 3: After being in conversation with someone for 5 minutes, you can use the call "Tell me a true story" and expend 3 AP to ask an open-ended question using 5 words or less. The NPC will give an extensive answer,

INTELLIGENCE	<u>Hacker</u>	<u>L.A.S.E.R</u>	<u>Medical Expert</u>		
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Hacker

Tier 1:

Gain proficiency in hacking and can hack into common computers.

Tier 2:

You can hack into uncommon computers. Additionally, after a 30 second hacking count on a disabled robotic creature you can cause it to reactivate for 10 seconds. It will then walk to a creature of your choice and self-destruct as if it was a common explosive.

Harvested resources from the enemy will be lost if it self-destructs.

Tier 3:

You can hack into rare computers. Furthermore, you can hack into a disabled robotic enemy and make it follow your orders for 60 seconds before self-destructing as if it were an uncommon explosive. However, if the enemy has already been harvested, this cannot be done. Harvested resources from the enemy will be lost if it self-destructs

L,A,S,E,R

Laser Specialist

Tier 1:

You gain proficiency with laser weapons, increasing the base damage by 1.

Tier 2:

You can expend 2 ap to declare "Disrupt 5". Causing the creature to gain the disrupted condition.

Tier 3:

You can expend 3 AP to declare "Overcharge". Your next attack with a laser weapon deals an additional 2 damage and ignores armor, but you must aim for 3 seconds before each attack. This effect lasts until you reload.

Medical expert

Tier 1:

You are able to make the most of your resources, treating medkits as one tier higher than they are and without expending them when used. Additionally, you are capable of applying first aid to yourself or an ally, requiring a bandaging channel of 30 seconds. Whenever you use a stim pack, it restores 2 AP.

Tier 2:

Your bandaging time is decreased to 10 seconds. Additionally, whenever you use a stim pack, it removes negative conditions from yourself or an ally.

Tier 3:

Whenever you use a stimpack you can expend 3ap to cause it to also grant the benefits of a chem of your choice (rad-x, jet, psycho,)

Your mastery of healing allows you to perform life-saving surgery by channeling for 10 seconds, expending 5 AP and a Nuka Cola quantum. If a creature has died within the last hour, this surgery can restore 1 HP to them.

AGILITY	Wasteland scoundrel	<u>Litefoot</u>	<u>Fast as lightning</u>	
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Wasteland scoundrel

Tier 1: Gain proficiency in Sneak, Pickpocket, and Lockpicking skills.

Tier 2: Can move as if hobbled while remaining in Sneak mode. Can pick uncommon locks.

Tier 3: While Sneaking, if you are noticed, you can expend 5 AP to declare "I'm Not Here" and enemies will be unable to detect you. Can pick rare locks. You can expend 4 AP to reduce the pickpocket duration to 10 seconds. Additionally, if someone attempts to pickpocket you, you can expend 4 AP to become immediately aware of their identity and can either choose to reverse pickpocket them with a chosen item (like a live grenade) or take something from them at random.

Litefoot:

Tier 1: You gain the ability to dodge attacks by expending 3 AP and declaring "Dodge". This can only be used against attacks that do not come from behind.

Tier 2: While running, you can start channeling "Fleeing 1-30". If you reach 30 without taking damage, you can expend 1 AP and declare "Scurried Away" to exit the game and return to the tavern.

Tier 3: The AP cost of Dodge is reduced by 1. You can also reduce your Fleeing count to 10. Additionally, you can dodge while fleeing without interrupting your Fleeing count.

Backstabber:

Tier 1: Backstabber. When you successfully hit an opponent from behind with a one-handed melee weapon, you may call "Backstab" to add 3 damage to your attack.

Tier 2: You may expend 2 AP to make a melee strike from behind and call "Dazed 10." The target is dazed for 10 seconds, during which they cannot take any actions or move.

Tier 3: Daze duration increases to 20 seconds. Additionally, you may expend 5 AP to make an attack from behind and call "Assassinate" to add 10 damage to the attack.

LUCK	<i><u>Fortune Finder</u></i>	<i><u>Strangers Favor</u></i>	<i><u>Critical Shots</u></i>	
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Critical hit

Tier 1: When you make an unmodified attack, you can expend 2 AP and declare "Critical". This increases the damage by (2).

Tier 2: your critical damage is increased to (4).in addition you can add critical to attacks that cause status effects increasing the duration by the damage value of your critical damage.

Tier 3: You can attach "Critical" to other abilities, allowing you to deal extra damage with them. For example, you can declare "Critical Backstab 7" to add 7 extra damage to a backstab attack.

Strangers Favor

Tier 1:at the start of the game you roll on the strangers favor table using a d6 to gain a favor token

Tier 2:at the start of the game you roll on the strangers favor table using a d8 to gain a favor token

Tier 3:at the start of the game you roll on the strangers favor table using a d10 to gain a favor token

Fortune Finder

Tier 1: once per 4 you can sell one piece of junk treasure or resource to an npc as if it were common

Tier 2:once per 4 you can sell one piece of common treasure or resource to an npc as if it were uncommon

Tier 3:once per 4 you can sell one piece of uncommon treasure or resource to an npc as if it were rare

Blood Types

Wastelander:

Hp 10

Ap 8

Perk: Bon Appétit tier 1

Vault dweller

Hp 8

Ap 10

Perk: hacker tier 1

These blood types have costuming requirements

Mutant:

Hp 12

Ap 6

Perk get swole tier 2

Ghouls:

Hp 6

Ap 12

Perk radiation immunity.

Profession

Professions are additional skills a player can learn so they can make their way through the wasteland. A player can only learn one profession, if they begin learning a new one they lose the ability of the old one.

Profession: Armorer

Description: Armorsmiths focus on crafting and modifying protective gear to withstand the harsh wasteland.

(1 perk points) apprentice armorsmiths can craft common armor and armor mods from found schematics.

(3 perk points)Journeyman:

(5 perk points) Master:

Weapons Smith:

(1 perk points)Apprentice :The player is now able to craft common weaponsand upgrade weapons with common mods.

(3 perk points)Journeyman:

(5 perk points) Master:

Chemist:

(1 perk points)Apprentice : The player is now able to craft common CHEMS.

(3 perk points)Journeyman:

(5 perk points) Master:

Trader:

(1 perk points)Apprentice : This profession is for the merchants of the wastes. They will be able to take on contracts and gain financial rewards at the start of events. Upon taking this profession a player will gain a flat plus five caps and event .

Using the phrase "merchant network" a player potentially gains access to secret stocks, more information, or better reputation.

The more players you have in your company the larger contracts a player can take on.

(3 perk points)Journeyman:

(5 perk points) Master:

Junk cards will have different resources available on them! The player will have to use one of the resources on the card to use it for crafting.

